



BOLDMOVES

STREETRACING™



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STREET RACING™

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult a physician before resuming play.

PRECAUTIONS TO TAKE DURING USE

- This game disc is intended for use exclusively on Windows®-based systems with the minimum configurations specified on the system requirements of the game purchased.
- Do not sit too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

HANDLING YOUR GAME DISC

- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Take occasional rest breaks during extended play.
- Always store the disc in its protective case.

ESRB RATING

This product has been rated *E* for *Everyone* by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

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INSTALLATION

1. Insert the *FORD BOLD MOVES STREET RACING™* CD-ROM into your CD-ROM or DVD-ROM drive. After a few seconds the game should autorun. If it does not, then go on to step 2; otherwise skip to step 3.
2. If autorun is disabled, double-click on *My Computer* on the Windows desktop. Double-click on your CD-ROM or DVD-ROM drive to view the contents of the disc. Double-click on the file *autorun.exe*.
3. Follow the on-screen instructions to complete the installation.
 - Refer to the readme file during installation for the most up-to-date information.

GAME CONFIGURATION

After installation, you proceed to the Game Configuration screen. From here you can set controller, graphics and audio preferences.

- Select *Run Game* to save your changes and run the game.
- Select *OK* to save your changes and return to the Desktop.

CONTROLS

You can play *FORD BOLD MOVES STREET RACING™* using the keyboard, gamepad or steering wheel controller. You can select your preferred control configuration from the Controls section of the Options menu. You will need a 10-button gamepad or steering wheel controller with pedals and 8 buttons in order to use all the game controls from that device.

PLAYER 1 KEYBOARD CONTROLS

Control	In-Game	Menus
Cursor keys	Steer (←/→) Accelerate (↑) Brake/Reverse (↓)	Menu (←/→) Menu (↑) Menu (↓)
Right Ctrl	Handbrake	—
Enter	Change view	Accept
Right Shift	Rear view	—
W key	Switch forward	—
S key	Switch backward	—
A key	Select vehicle 1/Team Block	—
D key	Select vehicle 2/Team Draft	—
Q key	Cancel Team Order	—
P key	Pause game	—
Esc	—	Back
X key	—	Special function

PLAYER 2 KEYBOARD CONTROLS

Control	In-Game	Menus
V/B keys	Steer left/right	—
Q key	Accelerate	—
A key	Brake/Reverse	—
Spacebar	Handbrake	—
Left Ctrl	Change view	—
Tab	Rear view	—

STEERING WHEEL CONFIGURATION

Use the configuration program to set up the buttons on your steering wheel. When you map an axis, it will have a + or - sign next to the mapping, depending on which way you moved the axis.

If your wheel supports both single and split-axis pedals, you will be able to select the setting you prefer in the Windows Control Panel or in the software supplied with the wheel. If you do change your pedals from single-axis to split-axis (or vice versa), you will need to remap the *ACCELERATE* and *BRAKE* controls in the configuration program.

Please make sure you've installed the latest drivers for the wheel and that it is set up and calibrated correctly in Windows (go to *Control Panel/Gaming Options* or *Control Panel/Game Controllers*).

GET READY TO RACE!

Welcome to *FORD BOLD MOVES STREET RACING™*! Race 18 of Ford's most aspirational vehicles through the streets of Los Angeles in a team-based driving experience. You command a team of up to three vehicles, ranging from the classic Boss Mustangs to the brand new 2007 Shelby GT500, with the ability to switch between vehicles in-race and issue team orders while racing — adding elements of team strategy and tactics to the car racing experience.

MENUS

MAIN MENU

- QUICK RACE** – Compete in a single Solo Race. The fastest way to get racing!
- TEAM RACING** – Compete in Team Races, competitions and challenges (*see below*).
- SOLO RACING** – Compete in Solo Races and competitions (*see below*).
- MULTIPLAYER** – Compete in two-player Multiplayer races (*see below*).
- OPTIONS** – Select your game options (*page 5*).
- PROFILE** – Manage your game profile (*page 5*).
- EXIT GAME** – Quit the game back to the desktop.

TEAM RACING MENU

- SINGLE RACE** – Compete in a single Team Race. Only unlocked vehicles and tracks are available.
- TEAM CHAMPIONSHIP** – Compete in a series of Team Racing championships as you build your team of vehicles.
- CHALLENGES** – Test your driving skills in a series of challenges to win credits.
- TUTORIALS** – Learn the basics of Team Racing. We recommended that you play these tutorials before competing in a Team Race.

SOLO RACING MENU

- SINGLE RACE** – Compete in a single Solo Race. Only unlocked vehicles and tracks are available.
- CHAMPIONSHIP** – Compete in a series of Solo Racing championships.

MULTIPLAYER MENU

Compete in two-player standard races. Selecting **MULTIPLAYER** takes you to the Race Settings menu (*page 5*).

OPTIONS MENU

Autosave

Turn **AUTOSAVE** ON to ensure that your progress and records are automatically saved.

Audio

EFFECTS VOLUME – Adjust the game's special effects volume.

MUSIC VOLUME – Adjust the game's music volume.

Display

SPEED UNITS – Select speed readout units: **KILOMETERS PER HOUR** or **MILES PER HOUR**.

Controls

Select control devices for Player 1 and Player 2. **Controllers are configured using the Game Configuration program, launched via the Windows Start menu (Start ⇒ Programs ⇒ Empire Interactive ⇒ Ford Bold Moves Street Racing).**

Credits

Select this option to view the game credits.

PROFILE MENU

Your profile contains your progress, best lap time and other information.

SAVE – Save your current profile.

LOAD – Load a previously saved profile.

CREATE – Create a new profile.

VIEW PROGRESS – View your game progress.

RACE SETTINGS MENU

The Race Settings menu appears before a Single race in Team, Solo and Multiplayer modes. (Menu options differ depending on the mode and race type selected.)

RACE TYPE – Select the type of race.

OPPONENTS – Select the number of opponents (Solo and Multiplayer modes).

OPPONENT TEAMS – Select the number of opponent teams (Team mode).

OPPONENT TYPE – Select the opponent type; **MIX** (mixture of vehicles) or **MATCH** (same vehicle as yours).

DIFFICULTY – Select a difficulty level; **EASY**, **MEDIUM** or **HARD**.

NUMBER OF LAPS – Select the number of laps in the race.

TEAM RACING

Control a team of either two or three vehicles that must work together to ensure they each finish in the highest position possible. The team with the highest point total wins — not the team that crosses the finish line first.

As leader of your team, you have three special skills available: you can *SWITCH* between team vehicles to take control of them and also issue *BLOCK* and *DRAFT* orders to your team members. It is essential that you use combinations of Switching, Blocking and Drafting to develop your race strategy and racing tactics. As you play through the Team Championship, you will need these skills to win against more powerful teams. We recommended that you play the Team Racing Tutorials (page 4) before competing in a Team Race.

TEAM RACING GAME SCREEN



Pack Position Indicator

Shows the current positions of all vehicles in the race. The vehicle displayed at the top is leading the pack. A white box indicates your vehicle; a readout in the box displays your vehicle's current race position. Black boxes indicate your team members. Each box displays the button you can use to select that vehicle and a symbol indicating the vehicle's current maneuver (page 7). The background color of each box matches the color of the **Team Member Indicator**.

Team Position Indicator

Shows the current positions of all the teams in the race in their team colors. The team displayed at the top is leading the race. Team points and team position are calculated from the current position of each vehicle in the team. At the end of the race, finishing points are awarded to each team.

Position	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Points	10	8	7	6	5	4	3	2	1

Track Map

Shows the layout of the track ahead. Dots indicate the positions of all vehicles in the race in their team colors; a checkered marker indicates the start/finish line. Above the map is a readout of your vehicle's current lap and total number of laps in the race. Below the map is a readout of your vehicle's current speed. **Use the Rear View camera to see a reverse view of the track and all vehicles behind you.**

SWITCHING VEHICLES

Switching vehicles enables you to:

- take control of any team vehicle and advance its position in the pack;
- get into the best position from which to issue team orders; and
- have a greater awareness of the race situation.

At any time while racing, you can switch the vehicle you control by pressing the Switch Forward or Switch Backward button. Switch Forward switches your control to the team vehicle ahead of you; Switch Backward switches control to the team vehicle behind you. When you switch vehicles, the action pauses as you are transferred to the new vehicle. You take control of the new vehicle as soon as the action returns to normal speed.

- If you are currently racing the leading vehicle of your team and you Switch Forward, you will “wrap around” and be transferred to the trailing vehicle of your team. Conversely, if you are racing the trailing vehicle of your team and you Switch Backward, you will be transferred to the leading vehicle of your team. **Try to keep your team together as this allows you to race more effectively as a team.**

TEAM ORDERS

As the leader of your team, you can issue *Block* orders to slow down opposing team vehicles or *Draft* orders to advance your vehicles up the racing pack. Before issuing an order you must select which team member to order.

Team Member Selection

Team Member Indicator:  Awaiting selection  Awaiting an order

Team members have the same team color and team member indicator displayed above their vehicles. The color of the team member indicator matches the background color of the appropriate box in the pack position indicator, so that you can tell your two team members apart.

Select a team member by pressing the *Select Vehicle 1* or *Select Vehicle 2* button (buttons are indicated on the pack position indicator). When selected, the vehicle will change to an alerted state as it awaits an order. Once a team member is alerted, you can issue an order to that vehicle. You can also select both team members by pressing both *Select Vehicle* buttons simultaneously.

- A vehicle will remain alert for only a few seconds before reverting back to awaiting a selection.

Blocking

Team Member Performing:  Block  Double Block  Triple Block

Blocking orders team members to maneuver in front of opponent vehicles to slow them down so your trailing vehicles can catch up. A successful block results in the targeted vehicles braking heavily and weaving across the track as they regain control. Vehicles performing a blocking maneuver emanate a red glow from the rear.

To issue a *Block* order, press the *Team Block* button when a vehicle is selected. Both the icon above the vehicle and its pack position indicator will change.

For more effective blocking, wait until your team member is in front of an opponent vehicle before telling it to block. Also, try performing *Double Block* and *Triple Block* maneuvers by issuing *Block* orders to team members who are close together; if they are close to your vehicle they will join in a *Block* maneuver with you.

- Use the Track Map to help yourself time when to issue *Block* orders to team members off-screen.

Drafting

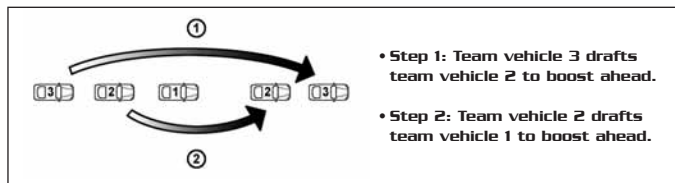
Team Member Performing:  Draft  Double Draft  Triple Draft

Drafting, sometimes known as slipstreaming, is a racing maneuver that enables one vehicle to gain a speed boost by closely following another vehicle, and then, as a result, overtake the vehicle being drafted. A vehicle currently drafting emanates a slipstream effect from the rear.

To issue a *Draft* order, select a vehicle and then press the *Team Draft* button. Both the icon above the vehicle and its pack position indicator will change.

For more effective drafting, perform *Double Draft* and *Triple Draft* maneuvers by issuing *Draft* orders to team members who are close together; if they are close to your vehicle then you will be involved in the *Draft* maneuver. During a draft maneuver, the team vehicles involved (starting with the trailing vehicle) take turns drafting and boosting past the team vehicle ahead.

A complete Triple Draft maneuver involving three vehicles is shown below:



- Get closer to the team vehicle ahead to gain a more effective boost.
- Chain draft maneuvers by issuing a second *Draft* order as soon as the first maneuver is complete.
- Use the Track Map to help yourself time when to issue *Draft* orders to team members off-screen.
- Avoid drafting on tight corners and narrow sections of track.

Cancel Team Order

You can cancel team orders at any time by pressing the *Cancel Team Order* button.

Advanced Maneuvers

You can issue *Block* and *Draft* orders to different team members; for example, you can double-draft with one team member while another team member is blocking. You can also switch vehicles during a draft maneuver so you're always controlling the vehicle that has the speed boost. Experiment with different combinations of maneuvers and switching vehicles to improve your team's performance.

TEAM RACE TYPES

TEAM RACE – Standard Team Race.

TEAM ELIMINATION – At the end of each lap, the last two vehicles are eliminated from the race. Keep your team to the front of the pack to ensure success.

TEAM DUEL – Starting as a one-on-one duel, at every two laps the team size increases until the race becomes a three-on-three team duel.

CAREER PROGRESS

As you compete in the various team championships, you win awards based on your finishing positions in races, competitions and championships. These awards are in the form of credits, vehicles, tracks, challenges and championships. The higher the position you achieve in a race, the better the rewards. Once a track, challenge or car has been awarded, it is then available for use in all game modes of **FORD BOLD MOVES STREET RACING™**. **You only receive the credit award the first time you complete a challenge.**

- **RANK** – For each competition you are awarded a Rank: Gold, Silver or Bronze. Your rank is based on your finishing position in each race; you need to win them all to get Gold!
- **SHOWROOM** – Spend your credits in the Showroom to purchase new vehicles (from vehicles you have unlocked) for your team. **When you first enter the Team Championship you will need to buy some vehicles from the Showroom.**
- **GARAGE** – This is where you can view vehicles you have bought, repair damaged vehicles, or sell vehicles you no longer need.
- **CHALLENGES** – Challenges are a way of pushing your driving skills to the limit and earning extra credits to spend on your team.

TEAM VEHICLE SELECTION

Before entering a Team Race, you must select a team of vehicles to race. In Team Single races, your team is always constructed from three vehicles. Selecting your first vehicle will “lock” the vehicle class — *Classic*, *Performance* or *High Performance* — and you will have to select your remaining two vehicles from the same class. You can also choose your team color while selecting your team.

In Team Championship races, you must select a team of vehicles from those in your garage. Vehicles that do not match the criteria for the competition you are entering will not be available for selection.

When you have chosen your team of vehicles and team color, you can proceed to track selection.

SOLO RACING

In Solo Racing events, you drive one vehicle. With no Team Racing strategy to worry about, you can concentrate on improving your driving skills.

SOLO RACING GAME SCREEN



Pack Position Indicator

Shows the current positions of all vehicles in the race. The vehicle displayed at the top is leading the pack. A white box indicates your vehicle; a readout in the box displays your vehicle's current race position.

Track Map

Shows the layout of the track ahead. Dots indicate the positions of all vehicles in the race: your vehicle is indicated by a yellow dot; other vehicles are indicated by blue dots. A checkered marker indicates the start/finish line. Above the map is a readout of your vehicle's current lap and total number of laps in the race. Below the map is a readout of your vehicle's current speed. **Use the Rear View camera to see a reverse view of the track and all vehicles behind you.**

Standard Race Readouts

TIME – Your current lap time.

BEST – Your best lap time for this race.

Time Trial Readouts

TARGET – Target lap time to beat.

CURRENT – Your current lap time.

LAST – Time taken for your previous lap.

RECORD – Current lap record for this vehicle.

Overtake Readouts

TIME – Time remaining for this challenge.

CARS – Number of cars overtaken/ target number of cars to overtake.

CLEAN – Number of cars overtaken cleanly in succession.

SOLO RACE TYPES

STANDARD RACE – A standard race. Cross the finish line first to win!

ELIMINATION – At the end of each lap, the last two vehicles are eliminated. Can you survive long enough to win?

TIME TRIAL – You against the clock.

DUEL – Head-to-head racing. Cross the finish line first to win!

OVERTAKE – Leave the opposition standing! Overtake as many vehicles as you can in the time allowed. You are rewarded for clean driving; overtake three cars without hitting them to gain more time.

SOLO VEHICLE SELECTION

To select a vehicle to race, first choose a *Classic*, *Performance* or *High Performance* class of vehicle. Then select the vehicle you want to race and its color. Vehicles you have not yet unlocked appear in silhouette.

TRACK SELECTION

To select a track to race on, scroll left or right through the available tracks and use the *Menu Up* and *Menu Down* controls to switch between the forward or reverse direction of the track.

- Tracks displayed with a padlock icon indicate that the track is locked and not currently available for selection.

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NOTE: OUR SUPPORT AGENTS DO NOT HAVE AND WILL NOT GIVE GAME HINTS STRATEGIES OR CODES

CONTACTING TECH SUPPORT

If you have a technical problem with the game, our Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please feel free to contact us via email, fax, telephone or letter. (When contacting us via email or fax, please be sure to put the game title in the subject of your message.)

ASSISTANCE VIA THE WORLD WIDE WEB

The fastest way to answer most questions is by visiting our online support. You can find the latest support information at <http://support.eidosinteractive.com/>. Our support FAQ's are available 24/7 for your convenience. These pages are updated frequently and have the same information that our support techs will use to answer your question if you call or email us. The answers to about 90% of the questions we are asked can be found there, so it really is worth the time to take a look!

The second fastest way to get an answer to your question is to email us. (You will find our email submission forms at our web site.) We typically respond to email queries within 24-48 hours during the business week. Response times can be considerably longer over the weekend, holidays and immediately after a product release. It all depends on how many people we have working and how much email is coming in at any one time, but we do try really hard to get you the right answer as quickly as possible. Weekdays, excluding holidays, during the hours when the phones are open, we still give email questions our highest priority.

Through this site you will also have access to our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available.

ASSISTANCE VIA TELEPHONE OR FAX

We are available to take your calls Monday through Friday, 9:00 a.m. – 12 noon and 1 p.m. – 5:00 p.m., Pacific Time at (415) 615-6220 (voice) or (415) 547-1201 (fax). Our tech support department is closed on all major holidays.

Note: You are responsible for all toll charges when calling.

To ensure the quickest service you will need to be at your computer and have the following information at hand:

- A complete listing of your computer's hardware. (Contact your computer manufacturer if you are unsure.)
- What version of Windows® you are using.
- A copy of your DirectX Diagnostics report.
 1. Click *Start*.
 2. Click *Run*.
 3. Type *dxdia*.
 4. Click *OK*.
 5. Click the *Save Information* button and save the file to your computer.
 6. When you call our Technical Support line, either have this file open or have a printed copy. If you send an email query you may attach the file to the email.
- What error message(s), if any, you have had.
- How the game is currently configured.

Register online at www.eidosregistration.com

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For warranty support please contact our Customer Support department at (415) 615-6220. Our staff is available Monday through Friday, 9:00 a.m. to 12:00 noon and 1:00 p.m. to 5:00 p.m. Pacific Time. You are responsible for all toll charges. **Customer Support Representatives will not provide game hints, strategies or codes.**

PRODUCT RETURN PROCEDURE

In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included and you will need to include a daytime phone number so that we can contact you if necessary. Any materials not containing this authorization number will be returned to you unprocessed and unopened. Send your postage-paid package to the following address:

Eidos, Inc. Customer Services
RMA# (state your authorization number here)
651 Brannan Street, Suite 400
San Francisco, CA 94107

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